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Rack N Ruin Torrent Download [torrent Full]



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## About This Game

Rack N Ruin is a fusion of a top-down action adventure game and a classic arcade shooter. Take control of Rack, a maniacal demon wizard with a gleeful appetite for destruction, and embark on a grand adventure across a world filled with magic and wonder. Then transform the once enchanting world into a hellish nightmare. As the world falls deeper into darkness, Rack's power will grow, and the champions of good will rise to face him.

Engage the legions of good in fast hectic combat that gives Rack N Ruin a special action oriented twist unique to the genre. Explore a vast open world filled with treachery and secrets at every turn. Then dive into delicately crafted dungeons, each with distinctive themes and foes to conquer. The entire world of Rack N Ruin is lovingly hand-crafted, and uniquely laid out. Every bit of the game is hand-painted in detailed high definition.

### Story

Sitting atop his throne, the dark lord Ruin rules over much of the known universe. His demon lords march outward into the cosmos subjugating planets for Ruin's ever growing demonic empire. One such creature is Rack, a small, sharp tongued, and diminutive demon lord. Rack's talent for destruction and conquest is unmatched amongst Ruin's legions. However, Rack has one issue that infuriates his dark master. He doesn't subjugate, or enslave any world he is sent to conquer. He just blows the planet up, and moves on. Planets turned into asteroid belts make poor slaves, so Ruin is giving Rack one last chance to conquer a world without jump starting the apocalypse, or be cast into the eternal abyss. Will Rack obey his master? Absolutely not!

### Features

Burn through hordes of foes with 4 core elemental weapons.

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Unleash death with an array of 24 spells, items, and contraptions.  
Interactive items that allow the player to create unique item interactions and combos based on the elemental weapon type.  
Weave through complex bullet patterns while smiting titanic bosses and over 30 unique enemies.  
Explore an enchanted benevolent world, and then transform it into a nightmarish image of its former self.  
Ransack castles, pillage dungeons, escape prisons, navigate gloomy caves, and awaken ancient evils.  
Meet a charming cast of townsfolk, and collect their souls.  
Upgrade your weapons by selling the souls of innocents to an ancient wizard.  
Unravel devious puzzles, and scour the land for over 100 secrets.  
Play on Windows, Mac, and Linux completely DRM free like the Gods and Demons meant PC gaming to be.  
Customize your destruction with fully remappable controls for Keyboards, Mice, and Gamepads.  
And, of course, destroy the world.

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Title: Rack N Ruin  
Genre: Action, Adventure, Indie, RPG  
Developer:  
LifeSpark Entertainment  
Publisher:  
LifeSpark Entertainment  
Release Date: 1 Sep, 2015

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English,French,Italian,German







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I wanna give this game a credit for the animation and music, the gameplay is just your ordinary Zelda clone with nothing significantly interesting but it's not bad. Except few parts of the game and some loot places, nothing forces you to use any other weapons and special items.

Subjective part:

I don't like art style, design of characters and main character, they are just looks ugly to me. I don't like main character demon, he is way too edgy and one-dimensional. Humor fell flat to me. Music is good but it's all in wrong places. Normal world BGM sounds too heroic and Cursed world BGM sounds too dark. And it doesn't really accompany our actions and goals in the game. This game is a tonal mess and I don't like it.. A little indie gem, a likable evil main character, old school Zelda gameplay and awesome humor. What more do you need?. This game is beautiful and a lot of fun.. An awesome adventure game with some of the best art I've seen in a long time. There is no deep story to speak of (so far, at least) and everything is very tongue in cheek, but other than that the game is like a dream 32 bit adventure game that never came to be. Would recommend at full price, but at sale price it's a MUST buy.. Disclaimer: I only played 2.5hrs and got bored (so there may be good stuff later I missed) Disappointing, repetitive. Writing is pretty good, though not brilliant. It wasn't \*bad\* - I just hoped for something great and it wasn't there. Awesome Indie Game!

Graphics: 10/10

Controls: 9/10

Inventory/HUD: 9/10

Combat/RPG: 10/10

Story/Atmosphere: 10/10

Overall: 9.5 / 10. Great, Short, and Very Enjoyable

If you enjoy zelda and some clever writing then i'd recommend it.

ALSO while in the inventory screen press SPACE to equip your items to your toolbar. I found that♥♥♥♥♥out at the final boss fight.

8/10 A little short but very good

. It's a Zelda clone, except: the spelling errors are embarassingly bad and frequent, your character quacks when you take damage, design is questionable. Story is so critical to single-player adventure games, and yet it feels like the devs just gave up on the dialogue. You get a plethora of consumable items, but most of them don't have any semblance of a satisfactory description. One of them is a phoenix feather, which you'd imagine resurrects yourself if you take fatal damage and are obviously hard to come by. Then why the hell are you able to equip use and waste them? Worst of all, there's a lot of hidden secrets and caves you blow up with bombs like in Zelda, which sounds pretty neat. Thing is, most of the time though you need keys to actually get the loot which is usually just more garbage consumables, and damn do you need a lot of keys. You can blow open an unmarked cave to find an empty room with a locked door, and if you're all out of keys there's nothing you can do. Pretty much "Rack N Ruin"s the satisfaction of exploration.

IMO, with some respectable polish to the writing if nothing else this game would be stellar. Right now, meh.. I wanna give this game a credit for the animation and music, the gameplay is just your ordinary Zelda clone with nothing significantly interesting but it's not bad. Except few parts of the game and some loot places, nothing forces you to use any other weapons and special items.

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Good game Bought this game straight after watching TotalBisquit's video, Took longer to finish than should have just because i didn't know that i didnt finish dungeon and was running around aimlessly for few hours.. I enjoyed this game. Very early zelda vibe. The humor is strong, the art is quite nice, and the gameplay is strong and fairly varied allowing for a few playstyles. It took me around 7.5 hours to finish the first runthrough and kept me griped in from the moment I started the game. A word of warning to thoughts with mult-monitor setups the game has an unconstrained cursor that can get annoying at times but nothing game ending. I did not encounter any major bugs or problems while playing. I would recomend this game to anyone in the mood for a fun action adventure romp with some dark undertones.. Rack N Ruin: I guess you would call it an Action RPG / SHMUP mashup. You play as the Demon Rack who was stranded on an asteroid by his master Ruin because, I think, he was too wild corrupting everything. You go around as this demon killing creatures and corrupting the world. When you kill a creature you collect souls which are the currency you can use to buy items or to corrupt the shrines.

The game is presented in an isometric top down view. There are several locations in the world to explore. Dungeons to conquer. And boss monsters to defeat. The art style is hand drawn and cartoony, but it works. The biggest beef I have with the game is that sometimes it is extremely difficult to understand where to go next. And there are many things that seem like you should be told. Rather than cryptic descriptions of the items, some helpful description would be nice. The final dungeon is so twisted up I almost rage quit because I couldn't figure out how to get to where I knew I needed to go based on the map.

This game is hard to recommend unless on a deep sale or you are bored with all the other games you haven't played yet.. Rack N Ruin is a quite and surprisingly good game that has some problems which prevents this game from being one of better this year I've played and probably one of my favourites this year. Gameplay is fun, because you will kill a lot of different monsters, people and bosses with your fire (your first skill) as you progress on your quest to conquer the world.

<https://pcgamesnews.wordpress.com/2015/11/14/review-rack-n-ruin/>. A non-biased quick look @ the game:  
[https://www.youtube.com/watch?v=fEST\\_n-D2GQ](https://www.youtube.com/watch?v=fEST_n-D2GQ)

A very competent top-down RPG style arcade adventure with a great art style. Rack N Ruin is a fusion of a top-down action adventure game and a classic arcade shooter. Take control of Rack, a maniacal demon wizard with a gleeful appetite for destruction, and embark on a grand adventure across a world filled with magic and wonder. Then transform the once enchanting world into a hellish nightmare. As the world falls deeper into darkness, Rack's power will grow, and the champions of good will rise to face him.

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Play on Windows, Mac, and Linux completely DRM free like the Gods and Demons meant PC gaming to be.

Customize your destruction with fully remappable controls for Keyboards, Mice, and Gamepads.

And, of course, destroy the world. - Highly Recommended!. Nice twisted fully controller compatible game!. I loved this game

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its like a mix between the original zelda and the binding of isaac, i also loved the artwork it looks like it was painted in oil paint it adds a nice touch to the grim, gory and a little satanic feel of the game.

I recommend this game to anyone that liked zelda 1 and binding of isaac or anyone thats looking for a game with great artwork or with a funny and sadistic humor and i suggest you pass the game at least once in normal difficulty you dont need to get every single colletible to be able to beat the game.Have fun playing!! Rack N Ruin was not interesting enough to keep me attached for long. It underdelivers on both graphics and voice acting. If you are into twin stick shooters, then Enter Gungeon for example is way better. Controls for a gamepad are strange (you cannot shoot precisely) and the speaking to villagers seemed to be a misplaced concept. A very nice idea (of being a world defiling demon) is spoiled in this instance by a mediocre execution.  
Score: 4/10

pros:

- graphics of levels and enemies
- idea of the main character
- music

cons:

- in dialog graphics
- lack of voice acting
- strange controls
- dialogs with NPCs
- boring. This game is like playing Legend of Zelda using Binding of Isaac battle mechanics where you play Ganondorf instead of Link... and it is glorious.

If you play in Normal difficulty, it is not very difficult to finish the game, completing it however, it a different thing altogether, since your actions in the world will define if you can 100% it or not. Beware competionists, read the trophy list carefully.. More drag than enjoyment.

The mapdesign is mostly a labyrinth where you waste time wandering around and the combat is a joke since u got auto-aim. Music, setting and humour are good, but they cant compensate the dull gameplay.

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